Name: Michael

Age: 19

Gender: Male

Gameplay:-

**Did you like the way the ship moves (the way it starts and stops moving), if not, why not?**

A little clunky, it felt a little unresponsive but I understand that it fits the no gravity theme

**Did you like the speed of the rockets?**

Yes, I was able to keep track of them easily.

**What are your opinion(s) on the way the rockets explode and affect the asteroids?**

I love it

**Was the goal of the game readily evident when you started playing?**

The only thing I did not realise from the beginning was that only asteroids do damage, I really like this mechanic as opposed to direct shooting, although I feel it might need to be made more clear to the player when they start.

UI/ Art:-

**Do you like the art style? If not, what would you change?**

I do.

**Do all elements of the user interface clearly tell you the information you wish to see?**

Yes, although took me a little while to notice them at the bottom. Recommend placing UI at the top.

**If there is any missing information, what is it?**

Perhaps a timer for the recharge rates on abilities.

Bugs:-

**Please give a short explanation of any bugs you have encountered**

Not so much bugs, although easy to get completely trapped by a black hole pulling asteroids around you. A HUD for warning players about imminent emerging black holes would provide player choice. Perhaps even risk vs reward strategies (“If I move closer to where the black hole is maybe my opponent will choose to stop attacking me to save themselves but now there is a greater challenge”)